

Manifest Railways

By Jack Neal

Object

To earn the most Victory Points (VP) by connecting cities, placing resources on your routes and building westward to Chicago.

Materials

- 4 Game Board mats.
 - Two Map mats depicting the Northeast United States.
 - One scoring mat.
 - One turn tracking mat.
- 20 cubes of each color (red, blue, green and yellow)
- 10 cubes of an alternate color (referred to as 'Black' in these rules, but may be different).
- 2 sheets containing 100 resource tiles.
- Draw Bag (Optional) – A draw bag, pillow case, etc. can be used to draw tiles from.

Assembly (Print and Play)

It is recommended to print out the game board and tiles on heavy card stock using a color printer. The resource tiles can be played using this method, however, you may wish to affix the tiles on to cardboard, chipboard or matte board. The process is time consuming, however, gives the game a more durable, board game experience.

Basic Setup (4 Players)

1. Place one black cube on Turn 1 of the Silver Age square of the Turn Track.
2. Place a red, green, blue and yellow cube on the '0' square of the Score Track.
3. Players choose companies to represent. Each player places a colored cube matching the start city that they are to build from.
4. Deal seven Capital (\$) tiles to each player. Tiles are played face down.
5. Remaining tiles are turned upside down and shuffled into the Resource Pool.

Additional Setup (1 – 3 Players)

The above setup is intended for four players, however, for fewer players, you may elect to do either of the following:

For a one, two or three player game, each players select the company of their choice. Any company not selected has a resource tile drawn from the resource pile. If a Capital Tile is drawn, the company builds westward. If a Resource Tile is drawn, it is discarded from play. VP for any unowned company is not calculated.

An alternate two player game involves controlling two companies. The winner is the player who has the most VP's for his weakest company.

Resource Tiles

Resource Tiles are the primary means to score VP and are the 'cards' that you hold in your hand. You will find the following types of tiles to choose from:

- Resource Tiles – Otherwise known as Forest, Crop, Passenger, High Tech and Coal tiles. These tiles are used to gain victory points through the game. They may be placed on your own route when coupled with a Capital Tile or they may be placed in a random region without the use of a Capital Tile.
- Capital Tiles – These tiles are used to build routes and lay resources during the game.
- Double Capital Tiles – These are tiles that may be used for multiple tiles to build in a single square.
- Mountain Pass Tiles – These tiles can be used to build a mountain pass. This can be used to build through a mountain tile with only one tile instead of two.
- Blight Tiles – This tile is worth 0 VP and may be placed in the same manner as regular Resource Tiles. These are typically used to blunt a competitor's expansion to another city by using up a Resource Slot for a city or region.
- X2 Tile – This tile can be played on any area and doubles the VP for a Resource. If used by itself, this tile adds nothing.
- New City Tiles – This tile can be played in the same manner as a standard Resource and can be used to create a new city on the map.

During Your Turn

Players take turn clockwise, starting with the owner of the Baltimore and Ohio. A player may perform **one** of the following actions on their turn:

Build Track:

Cost:

1. Base cost to build track is \$1.
2. For each competitor railroad that has already built in the square, add \$1.
3. If track is being built in a mountain square, add \$1.
4. One or more Resource Tile exclusively owned by your Company may be used as Capital in addition to Capital in your hand.

Process: Place a cube on the board of the matching company color. The used Capital Tiles are placed in the Capital Discard pile next to the board. Track may be built on Plains (yellow), Forest (green), Mountain (brown) and Foreign (gray) squares.

If any Resource Tiles are used to build track, they are placed in the Resource Discard Pile next to the board.

Restrictions:

1. Track must be build orthogonally (up, down, left or right) adjacent to your existing track or your hub.
2. Track cannot be built to connect to another company's hub.
3. Track may not be built on Water (blue) squares.
4. If a double Capital Tile is played, it may be used to upgrade one or more squares.

Upgrade City:

Cost: One Capital Tile (\$1).

Process: Place a black cube in the city you wish to upgrade.

Restrictions: City must be connected to your track. Only one black cube may be on a city. Once another railroad builds to a city, the black cube is removed.

Add Resource to Route:

Cost: One Capital Tile (\$1) plus a Resource tile.

Process: The Resource tile is placed on the board. The Capital tile is placed in the Capital Discard Pile next to the board.

Restrictions: Must be placed on terrain allowed by resource. Must be placed on empty square OR on a city that has less resources than railroads and upgrades. Resources may not be placed on any of the hubs (Baltimore, Philadelphia, New York, Washington) or in Chicago. Resources also cannot be placed on Foreign (gray) squares.

Add Resource to Board:

Cost: Selected Resource Tile only.

Process: Roll six-sided die and ten-sided die.

If a '9' or '0' is rolled, the resource cannot be used and placed in discard pile.

If any other numbers are rolled, a tile may be placed in one of the regions rolled (Regions are 9 x 9 squares on the board that are numbered 1-8, starting from the upper left square and moving down, then over for each region. This tile may be placed on any empty square allowed by the tile, including a city without any resources. If the tile is not placed, it is placed in the Resource Discard Pile next to the board. A Capital Tile is not required for this action.

Exchange Resources for New Draw:

Cost: Three identical Resource Tiles or three different Resource Tiles.

Process: A combination of three identical or three unique Resource Tiles may be placed in the draw pile face up in exchange for three tiles from the draw pile face down. Players may then draw the face up tiles on their turn.

Restrictions:

1. Capital tiles may not be used.
2. All tiles to be exchanged must have 1 VP or more in the current Age.

At The End of Your Turn

All Capital (\$) tiles spent during your turn are placed in the Capital Discard Pile. Any discarded resources are placed in the Resource Discard Pile face up.

At the end of your turn, you must replete your hand to at least 5 tiles by drawing tiles from the Resource Pool. If no tiles are available in the pool, no more tiles are drawn.

If all players have had a turn, it is time to move the Turn marker. If the marker is currently on the last square in the current row (age), it is time to check for scoring as detailed below; otherwise move the marker on the Turn Track to the right one space.

End of Age Scoring

At the end of the sixth turn, players tally up their points earned on the board.

- Add VP for each resource placed on your route based on what age you are in. If railroads are built on the same city or town, the VP for the resources are split between each railroad, rounding up.
- Add 1 VP for each city connected to your route.
- Add 5 VP if your railroad network connects to Chicago.
- Add 1 VP if your railroad reaches furthest west, i.e. the left side of the board.

If a player's score is above 20, simply add another of that player's cube to the scoring track and move together to keep track of the score, i.e. if a player's score is 50, he would have three cubes on the '10' space in the track.

Scoring Example:

It is the end of the Silver Age. The B&O and C&O have built into Pittsburgh from their hubs. The NYC has built a route to Albany and has no resources on its route. The PRR has built over the mountains but has not quite reached Pittsburgh. The PRR has a Lumber tile on one of the Forest tiles on its route.

The B&O and C&O would receive 2 VP for the Crop Resource (3 VP divided by 2, rounded up) and 1 VP for the Goods Resource (1 VP divided by 2, rounded up). The PRR would receive 3 VP for its Lumber Resource. NYC would receive nothing.

The B&O, C&O and NYC would each receive 1 VP for their connections to a new city. The PRR would not since they were unable to build to Pittsburgh or another destination.

B&O and C&O each receive 1 VP for building furthest west. No points for Chicago. The tally for the round would be 3 VP for B&O, C&O and PRR while the NYC would have 1 VP.

End of Age Management

After points are scored at the end of an age, the following actions are performed:

1. All discarded resources are permanently removed from play and flipped over.
2. Capital (\$) Tiles for each city that has at least one railroad are placed back into the pool and reshuffled. Two Capital Tiles for each city are placed at the end of the Silver Age, while one Capital Tile for each city is placed at the end of the Golden Age. Double Capital Tiles are never shuffled back into the pool.
3. Any remaining Capital Tiles in the Capital Discard Pile are permanently removed from play.
4. If you are at the end of the Silver or Golden Age, place the Turn token on the first square of the next Age. If you are at the end of the Rust Age, the game is over.

End of the Game

At the end of the game at the end of the Rust Age, the player with the most VP's wins.

Ties are possible, however, if there is a tie for VP, the player who has built furthest west is considered the winner. If still tied, the player with the most resource tiles on their route is declared the winner. Finally, if still tied, the player with the most exclusively owned tiles is declared the winner.

Variants

An interesting variant is to play the ages of the game backwards, i.e. from Rust to Gold to Silver. This emphasizes setting up resources that are going to keep paying off. The High Tech tiles should be removed from the game.

Alternate Maps

Western USA:

Up to five players can try this map out. Simply try using a different color for the fifth railroad for the WP. If there are five players, the WP must build eastward on the first turn. If there are less than five players, it is recommended that all railroads to the eastern end of the board are used first.

Scoring is identical to the first game except that players receive 10 VP for reaching Tacoma or Los Angeles. If the Union Pacific has any routes that do not link up to a city at the end of a turn, 1 VP is subtracted from the UP's score.

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Changes

3/6/09 – Original posting.

3/10/09 – Added mountain pass and \$2 Capital tiles. Also allowed track to be branches from non-city squares.

3/11/09 – Removed Mountain Pass Tiles. Added variants for fewer players. Added actions to help mitigate hands with no capital remaining in them.

3/17/09 – Added Mountain Pass Tiles back and also added new tile types. Increased number of tiles to 98 by adding other special tiles. Increased Rust Age from 4 turns to 6 turns.